FINAL FANTASY™

GAME WORLD MAP

Here is a map of the entire Final Fantasy overworld. Surrounding the map is a list of most of the places that you will journey to.

1. CASTLE & TOWN OF CONERIA
2. TEMPLE OF FIENDS
3. NORTH BRIDGE
4. MATOYA'S CAVE
5. PRAVOKA
6. ELFLAND AND THE CASTLE OF ELF
7. DWARF CAVE
8. NORTHWEST CASTLE
9. MARSH CAVE
10. MELMOND
11. TITAN'S TUNNEL
12. EARTH CAVE
13. SARDA'S CAVE
14. CRESCENT LAKE
15. GURGU VOLCANO
16. ICE CAVE
17. RYUKAHN DESERT
18. CARDIA ISLANDS
19. CASTLE OF ORDEAL
20. ONRAC
21. GAIA
22. LEFEIN
23. SEA SHRINE
24. WATERFALL
25. MIRAGE TOWER
26. ???
27. ???

FINAL FANTASY™

Enemy Identification Chart

This is a monster identification chart that will help you as you play Final Fantasy. Included is each monster's full name as well as each monster's vital statistics. Use this information to plan your battle strategies. Pay careful attention to the "Monster's Hit Points" section. It will help you determine whether or not you will be able to defeat a group of enemies. If you find a particular enemy's weakness, you may wish to add it to the chart for future reference.

Experience Points for Defeating
Monster's Hit Points
Monster's Weak Point(s)
Ineffective Attack(s)
Monster Name
Gold Obtained for Defeating
Monster's Average Attack Points
Monster's Special Attack(s)

Name	Experience Points for Defeating	Monster's Hit Points	Monster's Weak Point(s)	Ineffective Attack(s)	Monster's Special Attack(s)
AGAMA	2472	1200	296	31-62	ICE
AIR	1614	807	358	53-106	none
ANKYLO	2610	1	352	98-196	none
ARACHNID	141	50	64	5-10	none
ASP	123	50	56	6-12	none
ASTOS	2250	2000	168	26-52	none
BADMAN	1263	1800	260	44-88	none
BIGEYE	3591	3591	304	30-60	LIT
BLUE DRAGON	3274	2000	454	92-184	FIRE
BONE	9	3	10	10-20	FIRE
BULL	489	489	164	22-44	none
CARIBE	240	20	92	22-44	LIT
CATMAN	780	780	160	30-60	none
CEREBUS	1182	600	192	30-60	ICE
CHIMERA	2064	2500	300	30-60	ICE
COBRA	165	50	80	22-44	none
COCTRICE	186	200	50	1-2	
CRAWL	186	200	84	1-2	none
CREEP	63	15	56	17-34	FIRE
EARTH	1536	768	288	66-132	FIRE
EVILMAN	2700	3000	190	55-110	none
EYE	3225	3225	162	30-60	none
FIGHTER	3420	3420	200	40-80	none
FIRE	1620	800	276	50-100	FIRE
FROST DRAGON	1701	2000	200	53-106	LIT, FIRE
FROST GATOR	1890	2000	142	56-112	LIT
FROST GIANT	1752	1752	336	60-120	FIRE
FROST WOLF	402	200	93	25-50	FIRE
GARGOYLE	132	80	80	12-24	none
GARLAND	130	250	106	15-30	none
GAS DRAGON	4068	5000	352	72-144	ICE
GATOR	816	900	184	42-84	LIT
GEIST	117	117	56	8-16	FIRE
GHOST	990	990	180	93-186	FIRE
GHOUL	93	50	48	8-16	FIRE
GIANT	879	879	240	38-76	none
GREAT PEDE	2244	1000	320	73-146	ICE, FIRE
GREEN MEDUSA	1218	1218	68	20-40	FIRE
GREEN OGRE	282	300	132	23-46	none
GREY IMP	18	18	16	8-16	none
GREY NAGA	3489	4000	420	7-14	none
GREY SHARK	2361	600	344	50-100	LIT
GREY WOLF	93	22	72	14-28	none
GREY WORM	1671	400	280	50-100	ICE
GUARD	1224	400	200	25-50	none
HYDRA	915	150	212	30-60	none
HYENA	288	72	120	22-44	none
IGUANA	153	50	92	18-36	none
IMAGE	231	231	86	22-44	FIRE
IMP	6	6	8	4-8	none
IRONGOL	6717	3000	304	93-186	none
JIMERA	4584	5000	350	40-80	ICE
KYZOKU	60	120	50	14-28	none
LOBSTER	639	300	148	35-70	LIT
MADPONY	63	15	64	10-20	none
MAGE	1095	1095	105	26-52	none
MANCAT	603	800	110	20-40	ICE
MANTICOR	1317	650	164	22-44	none
MEDUSA	699	699	68	20-40	none
MUCK	255	70	76	30-60	LIT
MUDGOL	1257	800	176	64-128	none
MUMMY	300	300	80	30-60	FIRE
NAGA	2355	2355	356	9-18	LIT
NAOCHO	3189	500	344	35-70	none
NITEMARE	1272	700	200	30-60	ICE
OCHO	1224	102	208	20-40	LIT
ODDEYE	42	10	10	4-8	LIT
OGRE	195	195	100	18-36	none
OOZE	252	70	76	32-64	ICE, FIRE
PEDE	1194	300	222	39-78	none
PERILISK	423	500	44	20-40	ICE
PHANTOM	1	1	360	120-240	FIRE
PIRATE	40	40	6	8-16	none
RED ANKYLO	1428	300	256	60-120	none
RED BONE	378	378	144	26-52	FIRE
RED CARIBE	546	46	172	37-74	none
RED DRAGON	2904	4000	248	75-150	ICE, BANE, BRAK
RED GARGOYLE	387	387	94	10-20	none
RED GIANT	1506	1506	300	73-146	ICE
RED HYDRA	1215	400	182	20-40	ICE
RED SAHAG	105	105	64	15-30	LIT
ROCKGOL	2385	1000	200	70-140	none
SABER TOOTH TIGER	843	500	200	24-48	none
SAHAG	30	30	28	10-20	LIT
SAND WORM	2683	900	200	46-92	none
SAURIA	1977	658	196	30-60	none
LICH	2200	3000	400	40-80	FIRE
KARY	2475	3000	600	40-80	STUN, SLEP, plus _____
SCORPION	225	70	84	22-44	none
SCUM	84	20	24	1-2	ICE, FIRE
SEASNAKE	957	600	224	35-70	LIT
SEATROLL	852	852	216	40-80	LIT
SENTRY	4000	2000	400	102-204	LIT
SHADOW	90	45	50	10-20	FIRE
SHARK	267	66	120	22-44	LIT
SLIME	1101	900	156	49-98	none
SORCEROR	822	999	112	1-2	none
SPECTER	150	150	52	20-40	FIRE
SPHINX	1160	1160	228	23-46	none
KRAKEN	4245	5000	800	50-100	LIT
TIAMAT	5496	6000	1000	49-98	plus _____
SPIDER	30	8	28	10-20	none
TIGER	438	108	132	73-146	none
T REX	7200	600	600	115-230	none
TROLL	621	621	184	24-48	FIRE
TYRO	3387	502	408	65-130	none
VAMPIRE	1200	2000	156	76-152	FIRE
WARMECH	32000	32000	1000	128-256	none
WATER	1962	800	300	69-138	ICE
WEREWOLF	135	67	68	14-28	none
WIZARD	276	300	84	30-60	none
WIZARD MUMMY	984	1000	188	43-86	FIRE
CHAOS	0	0	2000	100-200	plus _____ / plus _____ / plus _____
WIZARD OGRE	723	723	144	23-46	none
WIZARD SAHAG	882	882	204	47-94	LIT
WIZARD VAMPIRE	2385	3000	300	90-180	FIRE
WOLF	24	6	20	8-16	none
WORM	4344	1000	448	65-130	none
WRAITH	432	432	114	40-80	FIRE
WYRM	1218	502	260	40-80	none
WYVERN	1173	50	212	30-60	none
ZOMBIE	24	12	20	10-20	FIRE
ZOMBULL	1050	1050	224	40-80	none
ZOMBIE DRAGON	2331	999	268	56-112	FIRE

Name	Attack Points	Special Attack(s)
AGAMA	FIRE	
AIR	QAKE, BANE, STUN, BRAK, SLEP	
ANKYLO	none	
ARACHNID	none	
ASP	none	
ASTOS	none	RUB, FAST, FIRE, etc. plus _____
BADMAN	none	
BIGEYE	QAKE, FIRE	STUN, DARK, plus _____
BLUE DRAGON	QAKE, FIRE plus _____	LIT plus _____
BONE	none	ICE, RUB, BANE BRAK, STUN, SLEP plus _____
BULL	none	
CARIBE	QAKE, FIRE	
CATMAN	none	
CEREBUS	FIRE	
CHIMERA	FIRE	
COBRA	none	
COCTRICE	STUN	
CRAWL	none	
CREEP	none	
EARTH	none	QAKE, ICE, LIT, BANE, BRAK, STUN, plus _____
EVILMAN	RUB, BANE, BRAK, STUN plus _____	RUB, NUKE, XXXX, BLND plus _____
EYE	STONE, RUB, XXX	QAKE
FIGHTER	RUB, HEAL, plus _____	
FIRE	none	QAKE, FIRE, RUB, BANE, SLEP, STUN, plus _____
FROST DRAGON	none	QAKE, ICE, BANE, BRAK
FROST GATOR	none	QAKE, FIRE
FROST GIANT	none	
FROST WOLF	ICE	
GARGOYLE	none	QAKE
GARLAND	plus _____	
GAS DRAGON	POISON GAS plus _____	QAKE plus _____
GATOR	none	QAKE, FIRE
GEIST	plus _____	QAKE, ICE, RUB, BANE, plus _____
GHOST	none	QAKE, ICE, RUB, BANE, plus _____
GHOUL	plus _____	QAKE, ICE, RUB, BANE, plus _____
GIANT	none	
GREAT PEDE	none	
GREEN MEDUSA	STONE	
GREEN OGRE	none	
GREY IMP	none	
GREY NAGA	none	LIT, HOLD, DARK, SLEP, plus _____
GREY SHARK	none	
GREY WOLF	none	
GREY WORM	QAKE	
GUARD	none	RUB, BANE, STUN, plus _____
HYDRA	none	
HYENA	none	
IGUANA	none	
IMAGE	none	QAKE, ICE, RUB, BANE, STUN, SLEP, plus _____
IMP	none	
IRONGOL	BANE, RUB plus _____	LIT, ICE, FIRE, STUN, plus _____
JIMERA	FIRE, BANE, BRAK plus _____	QAKE, FIRE plus _____
KYZOKU	none	QAKE
LOBSTER	none	QAKE, FIRE
MADPONY	none	
MAGE	RUB, LIT, STUN, FIRE, plus _____	
MANCAT	STONE, RUB, XXXX, plus _____	QAKE, LIT, FIRE, ICE, plus _____
MANTICOR	none	QAKE
MEDUSA	STONE	
MUCK	none	QAKE, LIT, RUB, BANE, BRAK, STUN, etc.
MUDGOL	FAST	LIT, ICE FIRE, STUN, plus _____
MUMMY	none	ICE, RUB, BRAK, SLEP
NAGA	LIT, HOLD, DARK, SLEP, plus _____	QAKE, FIRE
NAOCHO	none	
NITEMARE	SNORTING (darkness)	QAKE, FIRE, RUB, BANE, plus _____
OCHO	none	QAKE, FIRE
ODDEYE	STUN	QAKE, FIRE
OGRE	none	
OOZE	none	QAKE, LIT, RUB, BANE, BRAK, STUN, plus _____
PEDE	none	
PERILISK	RUB	QAKE, FIRE
PHANTOM	STONE, RUB, XXXX, plus _____	QAKE, ICE, RUB, BANE, STUN, SLEP, plus _____
PIRATE	none	
RED ANKYLO	none	
RED BONE	none	ICE, RUB, BANE, BRAK, STUN, SLEP, plus _____
RED CARIBE	none	
RED DRAGON	FIRE plus _____	QAKE, FIRE
RED GARGOYLE	FIRE HOLD plus _____	QAKE, ICE, FIRE
RED GIANT	none	
RED HYDRA	FIRE	
RED SAHAG	none	QAKE, FIRE
ROCKGOL	SLOW	LIT, ICE, FIRE, STUN, plus _____
SABER TOOTH TIGER	none	
SAHAG	none	QAKE, FIRE
SAND WORM	QAKE	QAKE
SAURIA	STONE	
LICH	ICE, SLEP plus _____	ICE, RUB, BANE, STUN, SLEP, BRAK
KARY	FIRE, DARK, HOLD plus _____	LIT, ICE, FIRE, BANE plus _____
SCORPION	none	
SCUM	none	QAKE, LIT, RUB, BANE, BRAK, STUN, plus _____
SEASNAKE	none	
SEATROLL	none	QAKE
SENTRY	none	QAKE, ICE, FIRE, RUB, plus _____
SHADOW	none	QAKE, ICE, RUB, BANE, STUN, SLEP, plus _____
SHARK	none	
SLIME	none	
SORCEROR	plus _____	
SPECTER	plus _____	QAKE, ICE, RUB, BANE, STUN, SLEP
SPHINX	none	QAKE
KRAKEN	INK (darkness) plus _____	QAKE, FIRE, plus _____
TIAMAT	plus _____	plus _____
SPIDER	none	
TIGER	none	
T REX	none	
TROLL	none	
TYRO	none	
VAMPIRE	STUN plus _____	QAKE, ICE, RUB, BANE, BRAK, SLEP, plus _____
WARMECH	NUCLEAR plus _____	QAKE, LIT, FIRE, ICE, BANE, BRAK, plus _____
WATER	none	QAKE, BANE, STUN, plus _____
WEREWOLF	none	
WIZARD	none	ICE, FIRE, STUN, BANE, BRAK, SLEP
WIZARD MUMMY	none	ICE, RUB, BRAK, SLEP
CHAOS	This is CHAOS. The battle with him is entirely up to you. Do not fear, you can prevail!	
WIZARD OGRE	RUSE, DARK, SLEP, ICE, plus _____	QAKE plus _____
WIZARD SAHAG	none	
WIZARD VAMPIRE	STUN, LIT, ICE, STUN, plus _____	QAKE, ICE, RUB, BANE, plus _____
WOLF	none	
WORM	none	
WRAITH	none	QAKE, ICE, RUB, BANE, STUN, SLEP plus _____
WYRM	none	
WYVERN	none	
ZOMBIE	none	QAKE, ICE, RUB, BANE, plus _____
ZOMBULL	none	
ZOMBIE DRAGON	none	QAKE, ICE, RUB, BANE, plus _____

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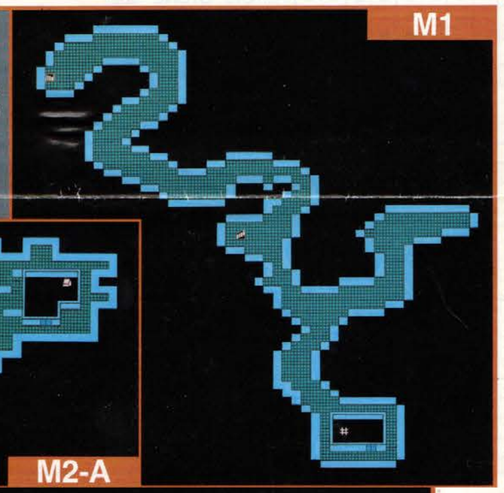
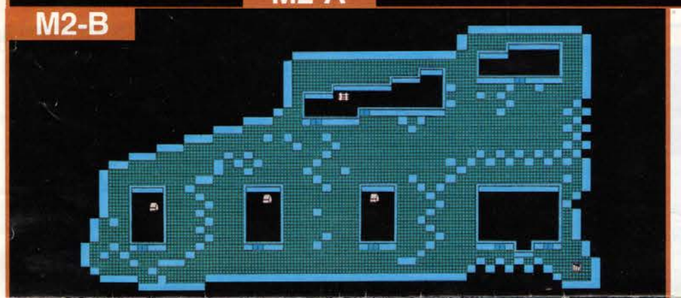
FINAL FANTASY™
Dungeon Maps

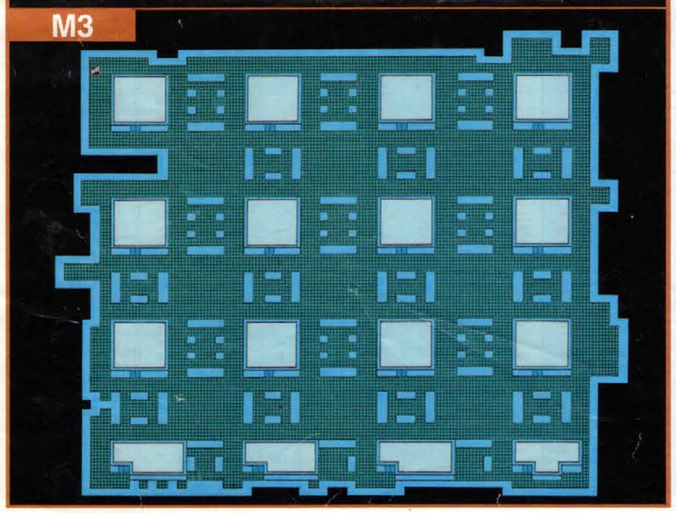
These maps will help you get through some of the treacherous dungeons in Final Fantasy.

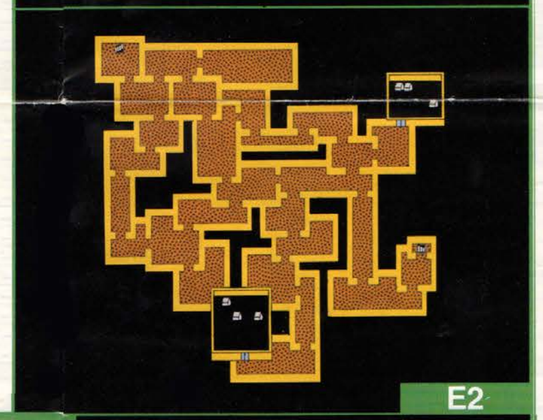
Marsh Cave

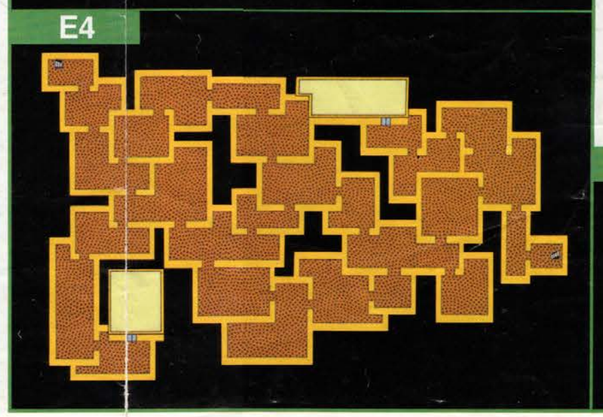
This is where the Lone King has directed you to look for the CROWN.





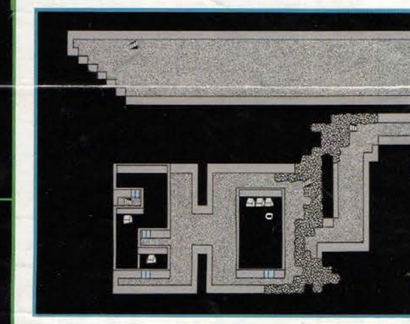


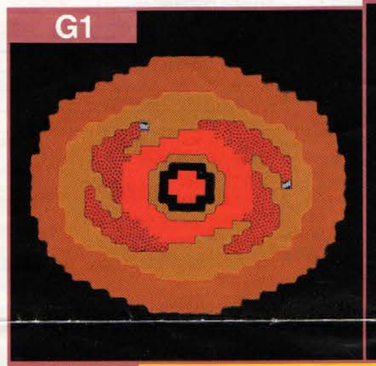


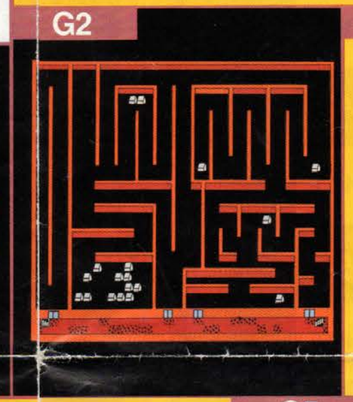


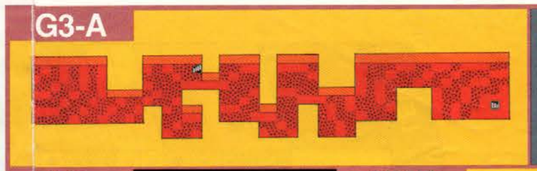
Earth Cave

The residents of Melmond said that this is the source of the earth's rotting. You'll battle the Earth Fiend here.



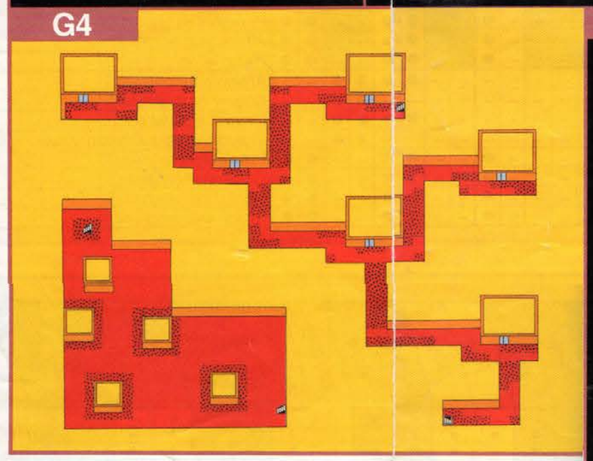


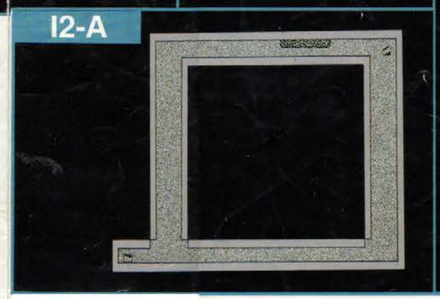




Gurgu Volcano
Fire Cave

According to the Sages in the town of Crescent Lake, this is where the Fire Fiend can be found.





Ice Cave

An apprentice Sage has hinted that this is where the FLOATER can be found.

NES-FF-USA(A)

Magic

Use this chart for handy reference when making determinations as to what spells you will want to buy. If a spell exists that your Warrior can use after Class Change, make sure to leave a space open for that spell in that magician's inventory.

AFFECTS

ONE ALLY	This spell will affect the Light Warrior of your choice.
ALLY PARTY	This spell will affect all 4 Light Warriors.
CASTER	This spell will only affect the magician who cast it.
ONE ENEMY	This spell will affect only one member of the enemy party.
ENEMY PARTY	This spell will affect the entire enemy party.

LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
1	WHITE	CURE	–	●	–	–	–	–	●	●	●	●	–	–	Recover HP	One ally
		HARM	–	–	–	–	–	–	–	–	●	●	–	–	Harm Undead	Enemy party
		FOG	–	●	–	–	–	–	●	●	●	●	–	–	Raise defense	One ally
		RUSE	–	●	–	–	–	–	–	●	●	●	–	–	Raise defense	Caster
	BLACK	FIRE	–	–	–	●	–	–	●	●	–	–	●	●	Attack with fire	One enemy
		SLEP	–	–	–	●	–	–	●	●	–	–	●	●	Put to sleep	Enemy party
		LOCK	–	–	–	●	–	–	●	●	–	–	●	●	Raise hit %	One enemy
		LIT	–	–	–	●	–	–	●	●	–	–	●	●	Attack with lightning	One enemy
2	WHITE	LAMP	–	●	–	–	–	–	●	●	●	●	–	–	Recover HP	One ally
		MUTE	–	●	–	–	–	–	●	●	●	●	–	–	Silence magic users	Enemy party
		ALIT	–	●	–	–	–	–	●	●	●	●	–	–	Defend against lightning	Ally party
		INVS	–	●	–	–	–	–	●	●	●	●	–	–	Raise defense	One ally
	BLACK	ICE	–	–	–	●	–	–	●	●	–	–	●	●	Attack with cold	Enemy party
		DARK	–	–	–	●	–	–	●	●	–	–	●	●	Surround with darkness	Enemy party
		TMPR	–	–	–	●	–	–	●	●	–	–	●	●	Increase weapon value	One ally
		SLOW	–	–	–	●	–	–	●	●	–	–	●	●	Lower offense	Enemy party
3	WHITE	CUR2	–	●	–	–	–	–	●	●	●	●	–	–	Recover HP	One ally
		HRM2	–	–	–	–	–	–	–	–	●	●	–	–	Harm Undead	Enemy party
		AFIR	–	●	–	–	–	–	●	●	●	●	–	–	Defend against fire	Ally party
		HEAL	–	–	–	–	–	–	–	–	●	●	–	–	Recover HP	Ally party
	BLACK	FIR2	–	–	–	●	–	–	●	●	–	–	●	●	Attack with fire	Enemy party
		HOLD	–	–	–	●	–	–	●	●	–	–	●	●	Paralysis	One enemy
		LIT2	–	–	–	●	–	–	●	●	–	–	●	●	Attack with lightning	Enemy party
		LOK2	–	–	–	●	–	–	●	●	–	–	●	●	Raise hit %	Enemy party
4	WHITE	PURE	–	–	–	–	–	–	●	●	●	●	–	–	Antidote for poison	One ally
		FEAR	–	–	–	–	–	–	–	–	●	●	–	–	Enemy runs away	Enemy party
		AICE	–	–	–	–	–	–	●	●	●	●	–	–	Defend against cold	Ally party
		AMUT	–	–	–	–	–	–		●	●	●	–	–	Muted magic users can speak	One ally
	BLACK	SLP2	–	–	–	●	–	–	●	●	–	–	●	●	Put to sleep	One enemy
		FAST	–	–	–	●	–	–	●	●	–	–	●	●	Quick shot	One ally
		CONF	–	–	–	●	–	–	●	●	–	–	●	●	Confusion	Enemy party
		ICE2	–	–	–	●	–	–	●	●	–	–	●	●	Attack with cold	Enemy party

LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
5	WHITE	CUR3	–	–	–	–	–	–	●	●	●	●	–	–	Recover HP	One ally
		LIFE	–	–	–	–	–	–	–	●	●	●	–	–	Revive the slain	One ally
		HRM3	–	–	–	–	–	–	–	–	●	●	–	–	Harm Undead	Enemy party
		HEL2	–	–	–	–	–	–	–	–	●	●	–	–	Recover HP	Ally party
	BLACK	FIR3	–	–	–	–	–	–	●	●	–	–	●	●	Attack with fire	Enemy party
		BANE	–	–	–	–	–	–	–	●	–	–	●	●	Attack with poison smoke	Enemy party
		WARP	–	–	–	–	–	–	–	●	–	–	–	●	Return one dungeon floor	Ally party
		SLO2	–	–	–	–	–	–	●	●	–	–	●	●	Lower offense	One enemy
6	WHITE	SOFT	–	–	–	–	–	–	–	–	●	●	–	–	Remove "STONE" spell	One ally
		EXIT	–	–	–	–	–	–	–	●	–	●	–	–	Exit dungeon	Ally party
		FOG2	–	–	–	–	–	–	–	●	●	●	–	–	Raise defense	Ally party
		INV2	–	–	–	–	–	–	–	●	●	●	–	–	Raise defense	Ally party
	BLACK	LIT3	–	–	–	–	–	–	–	●	–	–	●	●	Attack with lightning	Enemy party
		RUB	–	–	–	–	–	–	–	–	–	–	●	●	Erase enemy	One enemy
		QAKE	–	–	–	–	–	–	–	–	–	–	●	●	Earthquake	Enemy party
		STUN	–	–	–	–	–	–	–	–	–	–	●	●	Paralysis	One enemy
7	WHITE	CUR4	–	–	–	–	–	–	–	–	–	●	–	–	Recover HP	One ally
		HRM4	–	–	–	–	–	–	–	–	–	●	–	–	Harm Undead	Enemy party
		ARUB	–	–	–	–	–	–	–	●	●	●	–	–	Defend against magic	Ally party
		HEL3	–	–	–	–	–	–	–	●	●	–	–	–	Recover HP	Ally party
	BLACK	ICE3	–	–	–	–	–	–	–	●	–	–	●	●	Attack with cold	Enemy party
		BRAK	–	–	–	–	–	–	–	–	–	–	–	●	Shatter enemy	One enemy
		SABR	–	–	–	–	–	–	–	–	–	–	–	●	Raise weapon power	Caster
		BLND	–	–	–	–	–	–	–	–	–	–	●	●	Blind enemy	One enemy
8	WHITE	LIF2	–	–	–	–	–	–	–	–	–	●	–	–	Revive the slain	One ally
		FADE	–	–	–	–	–	–	–	–	–	●	–	–	Attack against evil	Ally party
		WALL	–	–	–	–	–	–	–	–	–	●	–	–	Defend all	One ally
		XFER	–	–	–	–	–	–	–	–	–	●	–	–	Loss of "special" defense	One enemy
	BLACK	NUKE	–	–	–	–	–	–	–	–	–	–	–	●	Tremendous heat	Enemy party
		STOP	–	–	–	–	–	–	–	–	–	–	–	●	Paralysis	Enemy party
		ZAP!	–	–	–	–	–	–	–	–	–	–	–	●	Send to 4th dimension	Enemy party
		XXXX	–	–	–	–	–	–	–	–	–	–	–	●	Erase enemy	One enemy

Weapons

Use this chart in determining which weapons to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any weapon that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

KEY TO ON SCREEN SYMBOLS

SWORD		AXE	
HAMMER		STAFF	
DAGGER		NUNCHUCK	

WEAPON	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	DAMAGE	HIT %
WOODEN NUNCHUCK	–	–	–	●	●	●	–	–	–	–	–	–	12	0
SMALL DAGGER	●	●	●	●	–	–	●	●	–	–	●	●	5	10
WOODEN STAFF	●	●	–	●	●	●	●	●	●	●	●	●	6	0
RAPIER	●	●	●	●	–	–	●	●	–	–	–	–	9	5
IRON HAMMER	●	●	–	●	–	–	–	–	●	●	–	–	9	0
SHORT SWORD	●	●	–	●	–	–	●	●	–	–	–	–	15	10
HAND AXE	●	●	–	●	–	–	–	–	–	–	–	–	16	5
SCIMITAR	●	●	●	●	–	–	●	●	–	–	–	–	10	10
IRON NUNCHUCK	–	–	–	●	●	●		–	–	–	●	●	16	0
LARGE DAGGER	●	●	●	●	–	–	●	●	–	–	●	●	7	10
IRON STAFF	●	●	–	●	●	●	–	–	–	–	–	–	14	0
SABER	●	●	●	●	–	–	●	●	–	–	–	–	13	5
LONG SWORD	●	●	–	●	–	–	●	●	–	–	–	–	20	10
GREAT AXE	●	●	–	●	–	–	–	–	–	–	–	–	22	5
FALCHON	●	●	●	●	–	–	●	●	–	–	–	–	15	10
SILVER KNIFE	●	●	●	●	–	–	●	●	–	–	●	●	10	15
SILVER SWORD	●	●	–	●	–	–	●	●	–	–	–	–	23	15
SILVER HAMMER	●	●	–	●	–	–	–	–	●	●	–	–	12	5
SILVER AXE	●	●	–	●	–	–	–	–	–	–	–	–	25	10
FLAME SWORD	●	●	–	●	–	–	●	●	–	–	–	–	26	20
ICE SWORD	●	●	–	●	–	–	●	●	–	–	–	–	29	25
DRAGON SWORD	●	●	●	●	–	–	●	●	–	–	–	–	19	15
GIANT SWORD	●	●	–	●	–	–	●	●	–	–	–	–	21	20
SUN SWORD	●	●	–	●	–	–	●	●	–	–	–	–	32	30
CORAL SWORD	●	●	●	●	–	–	●	●	–	–	–	–	19	15
WERE SWORD	●	●	–	●	–	–	●	●	–	–	–	–	18	15
RUNE SWORD	●	●	●	●	–	–	●	●	–	–	–	–	18	15
POWER STAFF	●	●	–	●	●	●	–	–	●	●	●	●	12	0
LIGHT AXE	●	●	–	●	–	–	–	–	–	–	–	–	28	15
HEAL STAFF	–	–	–	●	–	–	–	–	●	●	–	–	6	0
MAGE STAFF	–	–	–	●	–	–	–	–	–	–	●	●	12	10
DEFENSE	–	●	–	●	–	–	–	●	–	–	–	–	30	35
WIZARD STAFF	–	–	–	–	–	–	–	–	–	–	–	●	15	15
VORPAL	–	●	–	●	–	–	–	●	–	–	–	–	24	25
CATCLAW	–	●	–	●	–	–	–	●	–	–	–	●	22	35
THOR'S HAMMER	–	●	–	●	–	–	–	–	–	●	–	–	18	15
BANE SWORD	–	●	–	●	–	–	–	●	–	–	–	–	22	20
KATANA	–	–	–	●	–	–	–	–	–	–	–	–	33	35
XCALBER	–	●	–	–	–	–	–	–	–	–	–	–	45	35
MASMUNE	●	●	●	●	●	●	●	●	●	●	●	●	56	50

Armor

Use this chart in determining which armor to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any armor that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

KEY TO ON SCREEN SYMBOLS

ARMOR		GAUNTLET	
SHIELD		BRACELET	
HELMET		SHIRT	

ARMOR	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	ABSORB	EVADE%
CLOTH	●	●	●	●	●	●	●	●	●	●	●	●	1	2
WOODEN ARMOR	●	●	●	●	●	●	●	●	–	–	–	–	4	8
CHAIN ARMOR	●	●	–	●	–	–	●	●	–	–	–	–	15	15
IRON ARMOR	●	●	–	●	–	–	–	–	–	–	–	–	24	23
STEEL ARMOR	●	●	–	–	–	–	–	–	–	–	–	–	34	33
SILVER ARMOR	●	●	–	●	–	–	●	●	–	–	–	–	18	8
FLAME ARMOR	●	●	–	●	–	–	–	–	–	–	–	–	34	10
ICE ARMOR	●	●	–	●	–	–	–	–	–	–	–	–	34	10
OPAL ARMOR	–	●	–	–	–	–	–	–	–	–	–	–	42	10
DRAGON ARMOR	–	●	–	–	–	–	–	–	–	–	–	–	42	10
COPPER BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	4	1
SILVER BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	15	1
OPAL BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	24	1
GOLD BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	34	1
WHITE SHIRT	–	–	–	–	–	–	–	–	–	●	–	–	24	2
BLACK SHIRT	–	●	–	–	–	–	–	–	–	–	–	●	24	2
WOODEN SHIELD	●	●	–	●	–	–	–	–	–	–	–	–	2	0
IRON SHIELD	●	●	–	●	–	–	–	–	–	–	–	–	4	0
SILVER SHIELD	●	●	–	●	–	–	–	–	–	–	–	–	8	0
FLAME SHIELD	●	●	–	●	–	–	–	–	–	–	–	–	12	0
ICE SHIELD	●	●	–	●	–	–	–	–	–	–	–	–	12	0
OPAL SHIELD	–	●	–	–	–	–	–	–	–	–	–	–	16	0
AEGIS SHIELD	–	●	–	–	–	–	–	–	–	–	–	–	16	0
BUCKLER	●	●	●	●	–	–	●	●	–	–	–	–	2	0
PROTECTIVE CAPE	●	●	●	●	–	–	●	●	●	●	●	●	8	2
CAP	●	●	●	●	–	–	●	●	●	●	●	●	1	1
WOODEN HELMET	●	●	–	●	–	–	–	–	–	–	–	–	3	3
IRON HELMET	●	●	–	●	–	–	–	–	–	–	–	–	5	5
SILVER HELMET	●	●	–	●	–	–	–	–	–	–	–	–	6	3
OPAL HELMET	–	●	–	–	–	–	–	–	–	–	–	–	8	3
HEAL HELMET	–	●	–	●	–	–	–	–	–	–	–	–	6	3
RIBBON	●	●	●	●	●	●	●	●	●	●	●	●	1	1
GLOVES	●	●	●	●	●	●	●	●	●	●	●	●	1	1
COPPER GAUNTLET	●	●	–	●	–	–	–	–	–	–	–	–	2	3
IRON GAUNTLET	●	●	–	●	–	–	–	–	–	–	–	–	4	5
SILVER GAUNTLET	●	●	–	●	–	–	●	–	–	–	–	–	6	3
ZEUS GAUNTLET	–	●	–	●	–	–	●	–	–	–	–	–	6	3
POWER GAUNTLET	●	●	–	●	–	–	●	–	–	–	–	–	6	3
OPAL GAUNTLET	–	●	–	–	–	–	–	–	–	–	–	–	8	3
PROTECTIVE RING	●	●	●	●	●	●	●	●	●	●	●	●	8	1

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